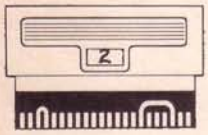
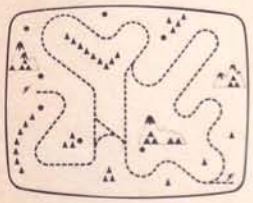
SKI . . . your private plane has just landed on a small airstrip deep in the heart of the Vazhdok Mountains. Lace up your boots, put on your skis and see how you do on these hazardous slopes! (For 1 or more players.)



GAME AIDS

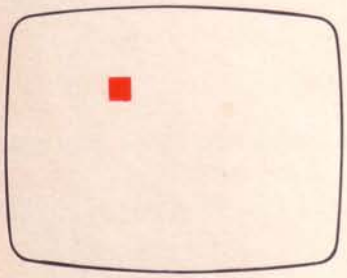
GAME CARD #2



GAME OVERLAY

STICK-ON SKI MARKERS (for Game Version "C") from Odyssey Game Accessory Sheet.

SET UP



A

1. Insert GAME CARD #2 into the Master Control Unit.

2. (Illust. A). Use your controls to take one of the players off the screen.

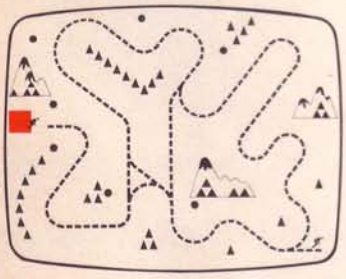
3. Place the SKI Overlay on the screen.

4. (Illust. B). Position the remaining light behind the ski figure at the start of the course.

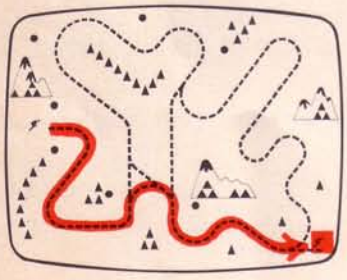
5. Decide which of the 3 trails you are going to ski:

. . . **The St. Moritz Trail (Illust. C)**—The beginner trail designed to acquaint the new "skier" with all the fundamentals required to build his confidence and skill to advance to the longer trails.

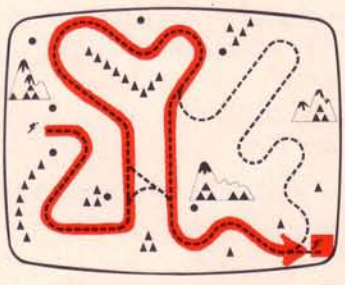
. . . **The Aspen Trail (Illust. D)**—The intermediate trail, which is longer than the St. Moritz Trail, and features more jolts and hazards—a real challenge to the "weekend skier!"



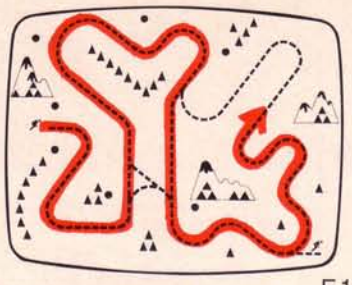
B



C

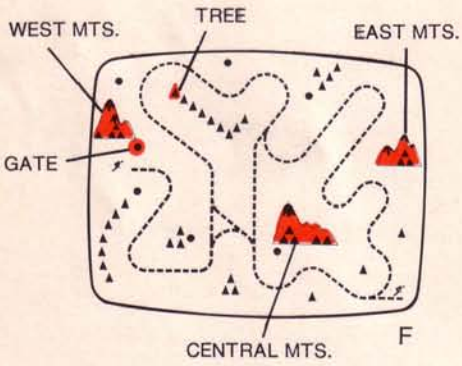


D



THE TRAIL WINDS AROUND E1

AND CONTINUES AS ILLUST'D. E 2



F

. . . The Olympic Trail (Illust. E)—The advanced trail, which is the longest and most difficult trail, demanding the utmost in speed, skill and accuracy.

PLAY

There are three game variations which you can play. To begin competition in any of the three versions, one player should signal when the "skier" is to start his run (1, 2, 3, go!). The "skier" then begins his descent down the trail. When the "skier" completes his run, the other player(s) follow down the trail. The HORIZONTAL and VERTICAL Controls are used to guide the "skier." After each "skier" has made three runs, the score is tabulated.

I. POINT METHOD

(Illust. F). Each time you go off the trail, (light not visible) you receive a *penalty* of 5 points plus the following penalties:

If you light a gate . . . . . 10 Points

If you light a tree . . . . . 15 Points

If you light

East Mountain . . . . . 25 Points

Central Mountain . . . . . 30 Points

West Mountain . . . . . 25 Points

The Player with the *fewest* points wins.

II. TIME METHOD

Race against the second hand of a clock. Each time your light goes off the trail, add 1 second to your time, PLUS the following time penalties:

If you light a gate . . . . . Add 2 Seconds

If you light a tree . . . . . Add 3 Seconds

If you light the East Mountain, the Central Mountain or the West Mountain, you are *disqualified* for that run. The Player with the *best* time wins.

III. DISTANCE AND TIME METHOD

- Race against the second hand of a clock. The player skis until he goes off the trail.
- A ski marker (from the game accessory sheet) is placed at the location the player's light went off the trail. The time is noted.
- The second player tries to beat the first player's time to the marker . . . and continues skiing down the trail until he goes off, thus setting a new record. A marker is then placed at the position he went off the trail and his time is also noted.
- The next player tries to beat the first and second player's time and distance records.
- Each skier gets three attempts to better the time and distance record.
- The winner is the player who skis the *longest distance in the shortest time.*